

|         |             |          |        |        |
|---------|-------------|----------|--------|--------|
| Abbrev. | field       | ♣        | dmg.   | tar.   |
| Meaning | Battlefield | Creature | Damage | Target |

| M14 Instants  |             |                    |   |   |
|---------------|-------------|--------------------|---|---|
| Color         | Mana Cost   | Card               | Rarity  | Brief Card Text   |
| White         |             | Brave the Elements |   | Choose a color. White ♣ you control gain protection from chosen color                             |
|               |             | Pay No Heed        |   | Prevent all dmg. a source you choose would deal   |
|               |             | Silence            |   | Opponents can't cast spells this turn   |
|               |             | Show of Valor      |   | Tar. ♣ gets +2/+4   |
|               |             | Celestial Flare    |   | Tar. player sacrifices an attacking or blocking ♣   |
|               |             | Fortify            |   | Choose one– ♣ you control get +2/+0; ♣ you control get +0/+2                                      |
|               | Congregate  |                    | Tar. player gains 2 life for each ♣ on the field  |   |
| Blue          |             | Quicken            |   | The next sorcery you cast can be cast as though it had flash. Draw a card                         |
|               |             | Disperse           |   | Return tar. nonland permanent to its owner's hand   |
|               |             | Essence Scatter    |   | Counter tar. ♣ spell  |
|               |             | Negate             |   | Counter tar. non♣ spell   |
|               |             | Spell Blast        |   | Counter tar. spell with converted mana cost X   |
|               |             | Cancel             |   | Counter tar. spell  |
|               |             | Frost Breath       |   | Tap up to 2 tar. ♣. Those ♣ don't untap during their controller's next untap step                 |
|               | Opportunity |                    | Tar. player draws 4 cards   |   |
| Black         |             | Vile Rebirth       |   | Exile tar. ♣ from graveyard. Put a 2/2 black zombie token onto field                              |
|               |             | Wring Flesh        |   | Tar. ♣ gets -3/-1   |
|               |             | Altar's Reap       |   | Sacrifice a ♣. Draw 2 cards   |
|               |             | Doom Blade         |   | Destroy tar. nonblack ♣   |
|               |             | Grim Return        |   | Choose tar. ♣ in graveyard put there from the field this turn. Return to field under your control |
| Red           |             | Shock              |   | Deal 2 dmg. to tar. ♣ or player   |
|               |             | Smelt              |   | Destroy tar. artifact   |
|               |             | Thunder Strike     |   | Tar. ♣ gets +2/+0 and first strike  |
|               |             | Volcanic Geyser    |   | Deal X dmg. to tar. ♣ or player   |
|               |             | Chandra's Outrage  |   | Deal 4 dmg. to tar. ♣ and 2 dmg. to its controller  |
| Wild Ricochet |             |                    | You may choose new tar. for tar. instant or sorcery spell then copy that spell. You may choose new tar. for the copy. |   |

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| Color        | Mana Cost | Card             | Rarity  | Brief Card Text   |
| Green        | ♣         | Fog              |  | Prevent all combat dmg. dealt this turn   |
|              |           | Giant Growth     |  | Tar. ♣ gets +3/+3   |
|              |           | Ranger's Guile   |  | Tar. ♣ gets +1/+1 and gains hexproof  |
|              |           | Savage Summoning |  | Can't be countered. The next ♣ you cast can be cast as though it had flash. That spell can't be countered. That ♣ enters the field with an additional +1/+1 counter |
|              | 1 ♣       | Naturalize       |  | Destroy tar. artifact or enchantment  |
|              |           | Plummet          |  | Destroy tar. ♣ with flying  |
|              | ♣         | Windstorm        |  | Deal ♣ dmg. to each with ♣ flying   |

| M14 Flash Creatures |                  |   |  |
|---------------------|------------------|---|--|
| Mana Cost           | Card             | Rarity  | Stats/Abilities                              |
| 3 ♣                 | Nephalia Seakite |  | 2/3; flying                                  |
| 3 ♣                 | Briarpack Alpha  |  | 3/3; when it enters field, tar. ♣ gets +2/+2 |